



CREATING 3D ENVIRONMENTS

Blender Materials

Chapter 3 – Part 2

- What is a material
- Why some materials look rough, and some shiny
- Wood
- Bricks
- Leaves
- water



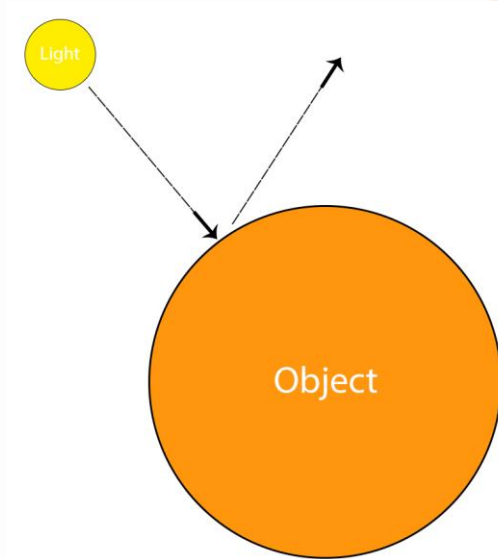
What is a material

- - The substance or substances of which a thing is made or composed

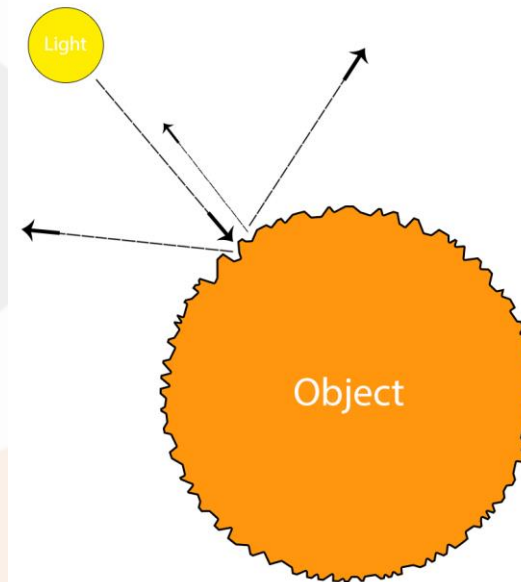


Why some materials look rough, and some shiny

You need to know how light reacts on the surface of an object.



Shiny object



Rough object

Wood object



Wood is a rough looking material. There are types of wooden floors that have a shiny look, but most of the time it has a rough/diffuse look.

This is because of the wooden structure. Wooden floors are sometimes a bit shiny because they are sanded or have a coating.

When wood becomes wet it has more reflective material.

Brick object



Bricks have a very rough structure. Almost non reflective. When wet there may be a little bit specular.

There are many types of bricks. When looking at medieval structures, almost all the brick types are rough. New modern buildings have more specular because of the new brick structure.



leave object



Leaves have a unique way of looking. Some leaves have a shiny look, other can look very rough.

Leaves also have a unique way how light reacts to it. Because the object is thin, light will hit the leave, but also shine through it. We call this the translucency effect

The light ray will change his color from white to a more green color (depends on the color of the leave)

water object



The looks of water can be shiny, but rough as well. When looking at a lake, it is almost like a mirror. But a rough ocean has a more diffuse look.

It can also look transparant if you think about a sunny beach. Water is more complicated than you think, not easy to create.

From shiny to diffuse

Some examples to get an idea what object is reflective or not.

Water	leaves	Wood	Bricks
- Mirror - Ice - chrome	- Plastic - Paper - skin	- Concrete - Asphalt - Leather	- Rust - Sand paper - Foam

Above are just samples, and not facts. Just to get an idea what is reflective